BP146 INTRUDER INSTRUCTIONS

COMPATIBILITY

The Intruder is compatible with the IBM PC/XT/AT and 80386-based computer. It can be used on any of these machines, or their compatibles, with a 15-pin game port. If your computer is an 80386 or exceptionally fast AT, you will need a joystick adapter with adjustable speed.

MAIN FEATURES

The Intruder works like any other IBM-compatible joystick. Its features include:

Omnidirectional Grip	Ergonomically designed for easy, all-directional movement.
Two Fire Buttons	Engraved A and B, these two buttons ensure quick, positive response.
Fire Button Cover	Protects the major fire button from dust and wear.
Release Button	Pops open the fire button cover.
Two Turbo Fire Selectors	Control the turbo fire capability of the fire buttons.
X- and Y-Axis Trim Control Switches	Help fine-tune the center position of the control stick.
Four Suction Cups	Secure the Intruder in place during play.

OPERATING GUIDELINES

1. Connect the Intruder to the game port of your computer.

   If the speed of your joystick adapter is selectable, set the speed closest to the clock speed of the CPU of the computer for maximum compatibility.

2. Secure the Intruder in place.

3. Load the game software.

   Some games can only be controlled by keyboard. Be sure your games also support joysticks. Always use original game software. Pirated copies may contain a virus that affects computer and/or joystick operation.

4. Adjust the center position of the control stick using the trim control switches. The control stick is designed in such a way that when left free, it automatically returns to the center position.

5. Set the turbo fire status for individual fire buttons using the corresponding turbo fire selectors.

   Each turbo fire selector has three settings. Select I for normal turbo fire, or II for high-speed turbo fire. Then hold down the corresponding fire button to fire continuously. If you want to disable the feature, select 0.

   The outcome of using turbo fire is game dependent. Some games are better with the turbo fire function activated; some are not. It is up to you to check the best setting for individual games.

6. The functions of the fire buttons are game dependent. Always read your game manual for best performance.

HOW TO HOLD THE INTRUDER

The Intruder is designed for fatigue free operation. You can secure it to a flat, smooth surface with its four stabilizing suction cups, or simply place the unit on your lap. Wrap your palm around the Grip and control the fire buttons with your thumb and trigger finger. When moving the control stick, try to use your wrist, but not your elbow. For maximum comfort, rest your elbow on the surface that the control stick is secured to, or close to your side if it is put on your lap.

MAINTENANCE

The Intruder, if used properly, does not require any maintenance. However, there are a few things you have to pay attention to:

1. Never expose the unit to extreme temperature, humidity or physical shock.

2. Keep the unit dust free by wiping it with a clean, soft cloth.

3. Turn off the computer before disconnecting the unit from a game port. Do not pull on the cable. Hold its connector instead, and loosen the connection gently.

4. Replace the unit in its original packing when it is not in use.

5. Do not disassemble the unit. It contains no user-serviceable parts.

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